GEORGE OF THE JUNGLE AND THE SEARCH FOR THE SECRET

EVERYONE

CONTENT RATED BY ESRB

CRAVE entertainment

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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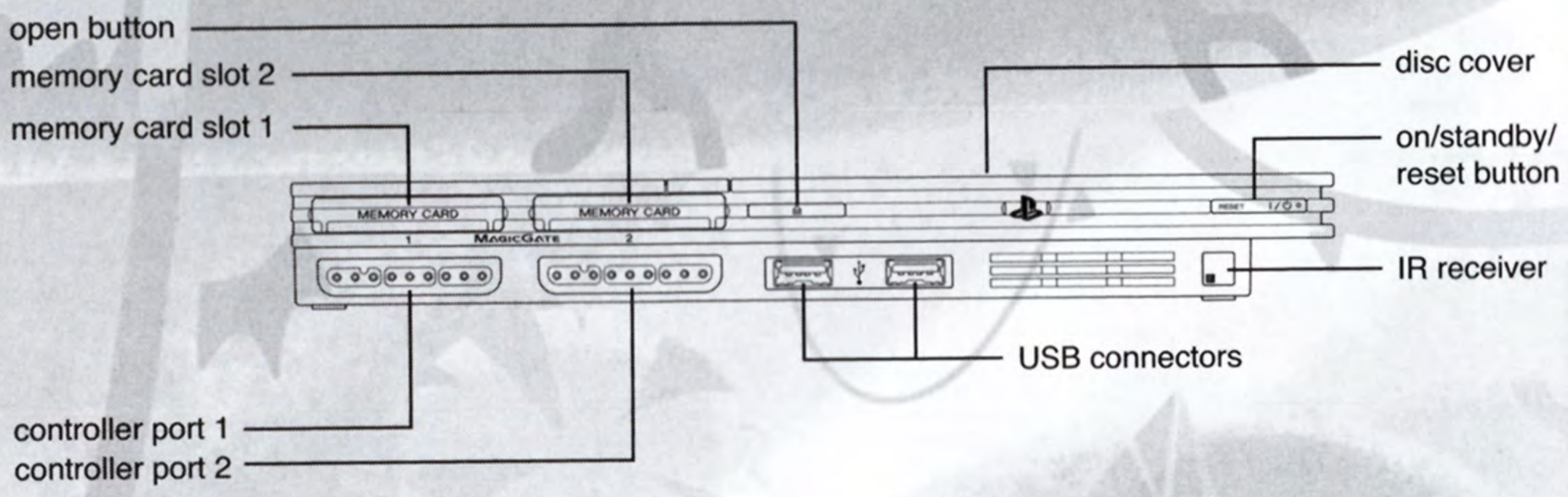
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the George of the Jungle and the Search for the Secret disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

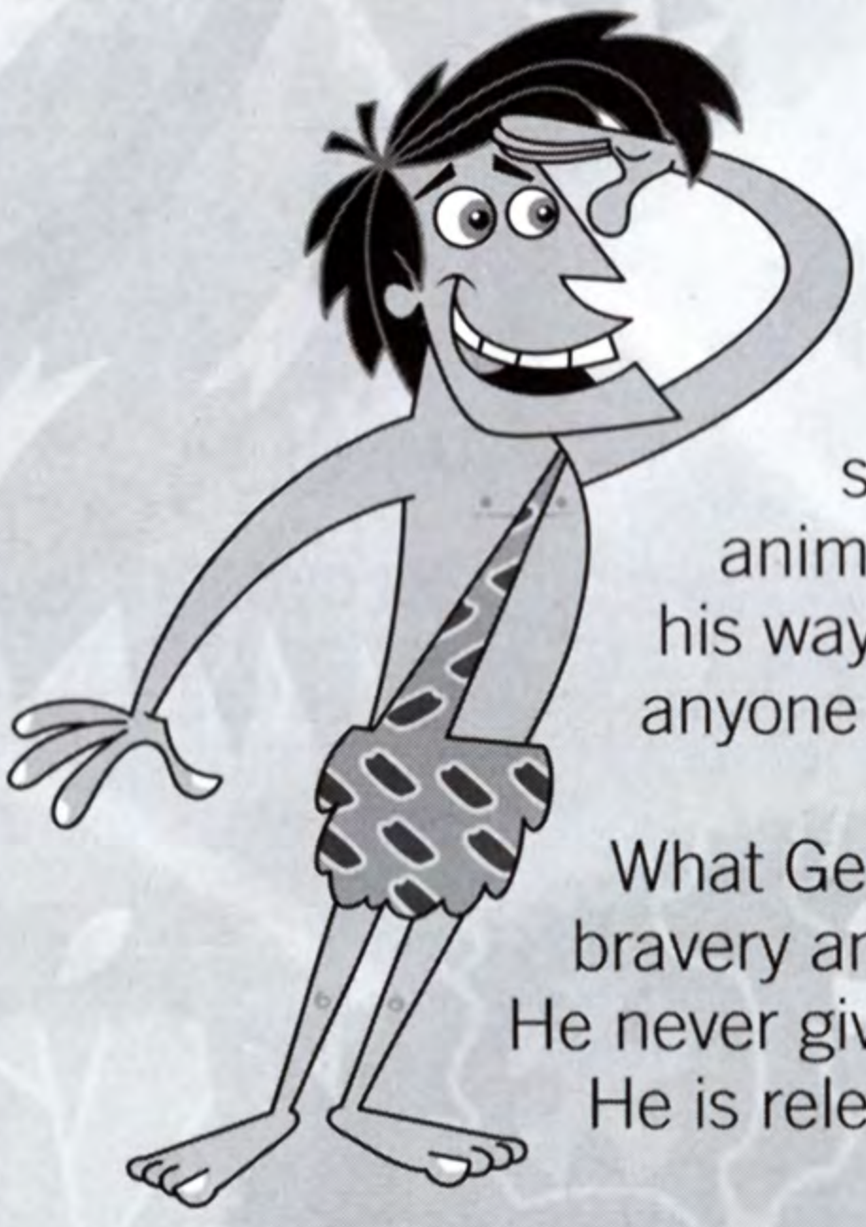
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Directional Button	Move Character
Left Analog Stick	Move character
L1 Button	N/A
R1 Button	Stop Swinging
L2 Button	N/A
R2 Button	N/A
START Button	Pause
SELECT Button	Bring up coin and golden pineapple counters
○ Button	Charge Run
× Button	Jump
△ Button	Interact
□ Button	Attack

Story

Doctor Scott and the Witch Doctor have been individually working on a new cure that potentially could help millions of sick people every year. There is only one problem with their approach; neither of them can seem to work together to finish the research. Things get even worse after Ursula and Magnolia got sick and only their cure could help them. A heated confrontation ensues which sends their research flying high into the air where a curious Tookie Tookie grabs it and flies away. As the precious papers fly into the distance the pages begin to fall and scatter throughout the jungle. With the papers now hidden in some of the most dangerous terrain imaginable, their only hope is George. George and his friends set out on a grand adventure to rescue the precious pages.



Characters

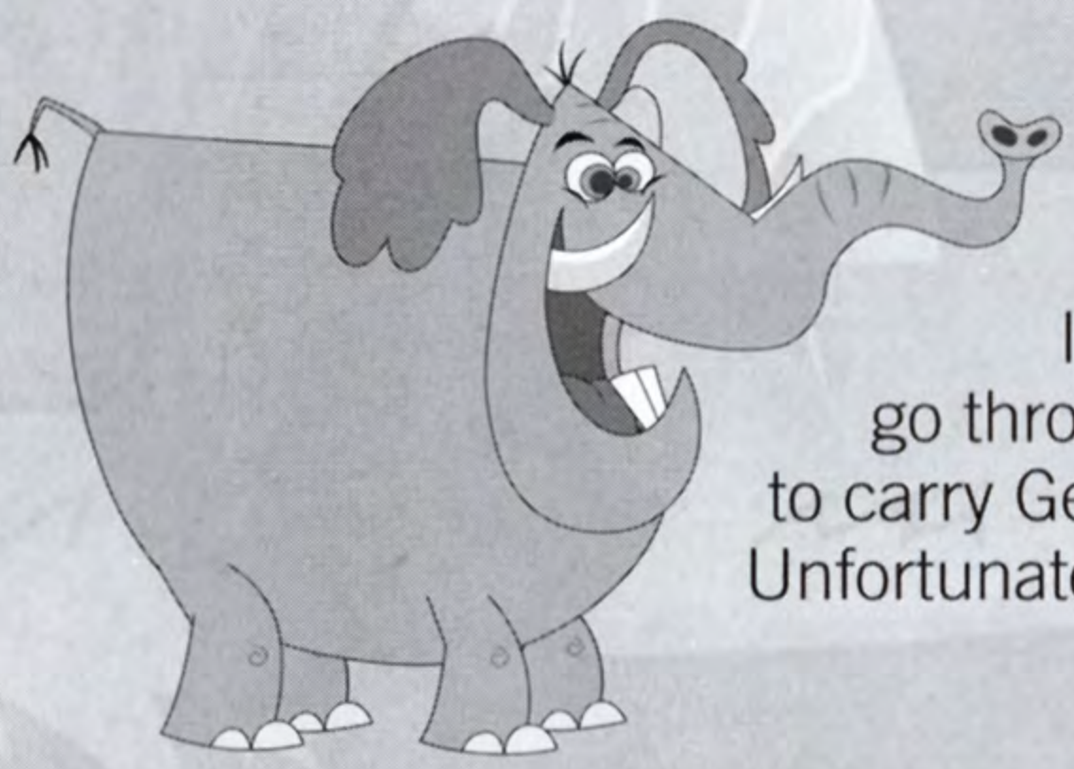
George of the Jungle

Apes raised George. By growing up in the jungle environment, George learned many crucial survival skills. He also learned the ability to talk to jungle animals and made many new friends. He quickly worked his way to the title of "king of the jungle" and vowed to help anyone who may be in need of his overzealous hero ways.

What George lacks in common sense, he makes up for in bravery and an intuitive sense of all things jungle and animal. He never gives up and is always ready to answer cries for help. He is relentlessly enthusiastic, zealous, loyal, and positive.

Ape

Ape and George grew up together as brothers. They are best friends. Ape is very intelligent and knowledgeable about the jungle ways. He likes order and rules. Although he is highly intelligent he is by no means an egghead. He simply approaches things in a much more logical manner than that of his best friend George.



Shep

An elephant is a man's best friend! Shep is an elephant of many tricks like fetching, digging and the ability to go through anything he wants! He is also able to carry George to any locations within the jungle! Unfortunately, he thinks he's a dog.

Tookie Tookie

Tookie Tookie bird is one of George's best friends. He will show up in the strangest of places to help George as well as deliver messages. This little cute bird is also quite a trickster. Better watch out for his antics.

Ursula

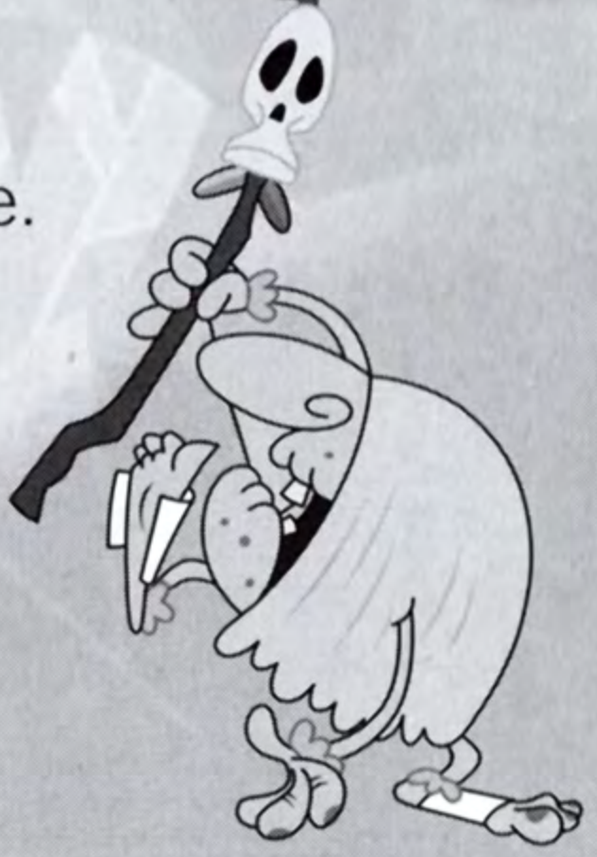
Ursula arrived at the jungle with her father Doctor Scott, who is researching wildlife looking for useful medical plants. She grew up in a big city setting, much different than that of the jungle. She is savvy and she believes that she knows all about the jungle, when really she does not. She is fun, funny, and likeable. She will often try to do things and fail but will blame it on a faulty item rather than her own lack of ability.

Magnolia

Magnolia is the daughter of the Witch Doctor. She was raised in a tribal village in the jungle. Although Magnolia was raised in the jungle, she is infatuated with city life. She is very much a girly girl who enjoys dressing up and wearing various jungle plants. Although she grew up in the jungle, she daydreamed about the city way too much during jungle class and actually is a bit clueless at times.

Dr. Scott

A man of science, Doctor Scott is dedicated to using the vegetation of the jungle to create new scientific formulas. He conducts his research while living with his daughter in the jungle. Doctor Scott is a logical thinker. He believes in finding a scientific approach toward all problems he faces. He is kind, but often bickers with the Witch Doctor as they argue over their methods.



Witch Doctor

A man of faith, the Witch Doctor was raised in the jungle. He works by using plants to create curing potions for animals and humans alike. The Witch Doctor is short and grumpy. He does not cut George any slack and will scold him often. He believes in faith over science and will bicker a lot with Doctor Scott.

Locations

Monkey Village

Deep within the jungle exist a village of monkeys. A baboon king who used to live near a human tribe leads the monkeys. The Baboon king spent many days observing the life and culture of the tribe and uses his knowledge to apply it to the monkey tribe in a monkey see monkey do kind of way. Although George has gained many friends within the jungle, this tribe is not one of them and they will attack him if they catch him trespassing on their territory.

Swamp

Deep in the jungle lies a swampy region that is home to many water dwelling creatures such as turtles, lizards, and snakes. The swamps are overrun with jungle vegetation that allows for many traps and natural hazards. The creatures of the swamp always welcome visitors, how else would they get their food? George will need to battle against large snapping turtles, crocodiles, and even whacky lizards that run at him with spears. It is also rumored that a giant snakes also inhabit the farthest and deepest region of the swamp.

Tiki Ruins

The tiki tribes worship the giant volcano deep within the jungle. They have villages with carved wood ornaments and totems. The tribe themselves consist of carved wooden creatures that wear grass skirts and painted masks. They are a very observant society and this makes it impossible for George to sneak around them. Their village lies at the base of a giant volcano in which the tiki tribe worships on a daily basis. They believe that the volcano is a giant fire god who they must please at all times or else it will rain havoc down upon them. The tribe is always looking for a good stranger to roam into their camp that can be used as a good sacrifice to the volcano.

Shep Road

These treacherous roads connect the various locals within the Jungle. Along these roads, there will be obstacles such as boxes, broken road, and rivers that Shep will have to navigate through. Only the toughest of souls can travel these dangerous roads.

Character Special Moves

Crouch

Push and hold the analog stick downward.

Charge Run

To perform George's Charge Run attack, press and hold the ○ button until George does his charge run. When George is fully charged, he will sprint forward.

Vine Swing

Swinging on vines is the key to traveling for the mighty King of the Jungle. To get onto a vine it's as simple as jumping on it. When you jump onto a vine, the vine will begin to swing. To make it swing higher the player must rock the analog stick left and right. To jump off the vine, press the Jump button and George will perform the vine jump.

The player can also move up and down on the vine by pressing the up and down direction on the control analog stick when the vine has stopped. To stop the vine from swinging, press the R1 button.

Air Stomp

While in the air, George can perform a dive attack, both vertically and horizontally, smashing through almost any obstacles in his path.
To perform George's Air Stomp attack, perform a double jump and while George is in the air, press the down analog stick and press the ○ button.
To perform George's Diagonal Air Stomp, perform a double jump. While in the air, press the ○ button. Depending on the direction George is facing, he will automatically perform the diagonal dive in that direction.

Dodge Roll

A quick way to avoid attacks and traps, George can perform a dodge roll by holding down on the analog stick and pressing □ button. Depending on which direction George is facing, he will perform the dodge roll in that direction.

Jungle Call

There will be times when George will need the help of his friend Tookie Tookie. Located at certain locations, there will be a podium that George can use to call his friend Tookie Tookie. To perform George's jungle call, stand on the podium and press the △ button.

Push/Pull

Throughout the world, there will be blocks that George can push or pull to reveal paths, hidden treasures, or move the block to a location that can provide George a platform to jump off from. In order to push or pull a block, walk up to a pushable block and press the △ button. This will allow George to grab hold of the block. Once George grabs hold, use the analog stick to move it left or right.

Ledge Grab

Sometimes George will fall short on a jump or accidentally slip off an edge. Luckily, his super fast reflexes allow him to be able to quickly grab the ledge edge and save himself from a certain drop. When George is holding onto a ledge, push up on the analog stick to pull George up over the ledge.

Trampoline Jump

Within the jungle, the natives have been using large jungle leaves to create fun trampolines but George can use these trampolines to reach unreachable ledges and walls. To use these trampolines, have George jump onto any trampoline. When George is on trampoline, press the Jump button when George lands on a trampoline to perform a super jump.

Wall Jump

Throughout the world, there will be walls with vine overgrowth. Using the overgrown vines, George can jump against these walls and perform a wall jump. Utilizing the wall jump, George will be able to reach higher unreachable ledges. To perform a wall jump, jump onto a wall with overgrown vines. The moment George grabs hold of the wall, press the Jump button once again to perform a wall jump.

Be careful and don't wait too long on one wall or else George will slip and fall.

Hammer Throw

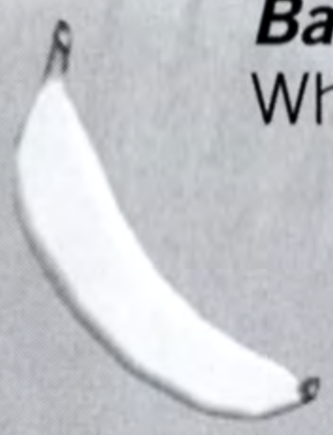
A technique passed down from generations in the jungle to battle against fiend crocodiles, this move will give George the power to spin his scaly enemies at whirlwind force and cast them into the next jungle code. To perform the Hammer Throw, perform an Air Stomp onto a crocodile. Once stunned, move George behind the crocodile and press the △ button to grab the crocodile's tail. Once George has a good hold on the crocodile's tail, rotate the analog stick in a circular motion to spin the crocodile. To release the crocodile and toss him into the air, press the △ button again.

Collectibles

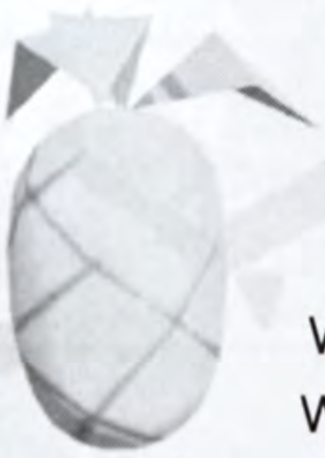
Coins!

Scattered throughout the world, there are gold coins that George can collect. The more golden coins he collects, the higher his score will be. If George manages to collect 50 golden coins, he will gain an extra life. Keep an eye out for them!

Banana/Banana Bunch



Whenever George's health is a little low, all he has to do is find some yummy yellow bananas. Bananas will recover one life banana bar while a Banana Bunch will completely refill George's health meter.



Golden Pineapple

These rare golden pineapples are rumored to have powers to unlock secret jungle secrets. These elusive pineapples can only be found in the most dark and secretive of places, deep within the jungle. Great rewards will be revealed to those who will take the time to find them.

Voodoo Doll

These magical little dolls will grant an extra life to those who are able to come across them. They are often found in the most well hidden of places.

Struggle Events/Obstacles

During George's journey into the wild, he will encounter various obstacles (struggles) that he will have to overcome before he can progress further. These obstacles are very well hidden within the world. Be very careful where you step!

When George encounters one of these obstacles, controller buttons will appear on the screen (flashing) indicating to the user which button to press rapidly. If the right buttons are pressed, George will be able to overcome the obstacle. If the wrong buttons are pressed, George will not be able to overcome the struggle.

Types of Obstacles to watch out for:

Cage	Bear Trap
Trees/Pillars	Gates
Levers	Boulders

Mini-Game

There are three unlockable mini-games that are accessible to those to seek them. In order to unlock the each mini-game, each pair of golden pineapples must be retrieve within each locale. One golden pineapple within level. Can you find it?

Shep Hop

Why did Shep cross the river? To get to the other side! The river is wrought with danger and George will need Shep's help to get across. Using the various floating logs on the swamp, Shep can jump from log to log to get across safely. Remember to avoid the dangerous crocodiles and the fast moving logs!

Ape Bongo Bash

Ape wants to challenge George to a fun game of follow the leader with his bongos set. Ape will play a musical pattern and George must repeat the pattern to win the challenge. Be careful, Ape is a drumming genius!

Tookie Tookie Air Drop

Tookie Tookie bird has presents for George! Tookie Tookie will fly back and forth while along the jungle treetops, dropping delicious goodies such as bananas, voodoo dolls and coins for George. Basket in hand, George will have to move back and forth to catch all of the goodies before they hit the jungle floor. Be careful, sometimes a skull will be dropped. Avoid the cursed skulls at all cost!

Enemies

Tribal Monkey Villager Inhabitants

Brute Monkey

These big apes are the prize warriors of the Monkey Tribe. They're friendly to all those who want to be, but unfortunately for George, he's seen as a trespasser on their land.

Bandolier Monkey

These monkeys are the scouts of their tribe and keep the other monkeys on high alert of suspicious characters in/around the village. Be careful of their coconut grenades. They pack quite a punch.

Spear Monkey

These spear-welding monkeys are very aggressive, but are like lemmings walking off a cliff. They tend to follow one another in most instances, regardless of the consequences.

Swamp Wildlife

Snapping Turtle

These turtles are native to the swamps and don't normally get many visitors. They tend to be very cranky when people or animals show up in their territory. Watch out for their spiky shell. Normal attacks will not work with these guys.

Crocodile

Indigenous to the swamps, the crocodiles see the swamp as their land and only their land. Since they are extremely aggressive, they will attack anyone who comes near their territory. They are not afraid to snap when they feel threaten.

Basilisk Lizard

These slick lizards are quick and deadly with their spears that they got from their brethren at the Monkey Village. If George doesn't keep a keen eye out for these guys, he might find himself on the wrong side of a spear.

Tiki Villagers

Fire Tiki

Able to weld the power of fire, these cute little tiki guys can breath fire that will toast any trespassers.

Mask Tiki

These tiki are the great defender of the Tiki nation. They have always taken the frontline against outside invaders and George is no exception.

Spear Tiki

Considered not the brightest of the Tiki Tribe, but their fighting spirit is next to none. They are often found in groups and are not afraid to charge mask first.

Bosses

Slappy (The Superintendent of Monkey)

The current BananaWeight Champion of all Monkey Village. Slappy is all brawn and not much brains. His punch combinations are quick and dangerous as well as his hand smash. Only George's speed can save him from this behemoth's attacks.

Baboon King

The King among all Baboons, this king is both charming and gracious, but don't his looks fool you. He will not tolerate any trespasser challenging his authority in his territory. This king is not afraid to get this paws dirty.

Cecil

Don't judge a turtle by the size of his shell. This little guy doesn't pack much of a punch by himself but his mechanical inventions are just as deadly as the Witch Doctor Wednesday's Chili.

Anaconda

With a rubber ducky floater and a snorkeling mask, this anaconda is the master of the swamps. He will protect the swamp against all those who dare to wander the swamps. Be careful of his acid spit and body roll attacks.

Totem

This silent ancient menace has been the guardian of the volcano for ages. He will not tolerate any disturbances to his peace. Anyone who dares to invoke his anger are rarely seen after…

Ancient Statue

Not much is known of this revered ancient guardian. It is only known that this guardian is the almighty protector of the volcano and is worshipped by the Tiki Villagers. Many sacrifices have been made in honor of this guardian.

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